

KHE SANH

Guerilla War in Viet Nam

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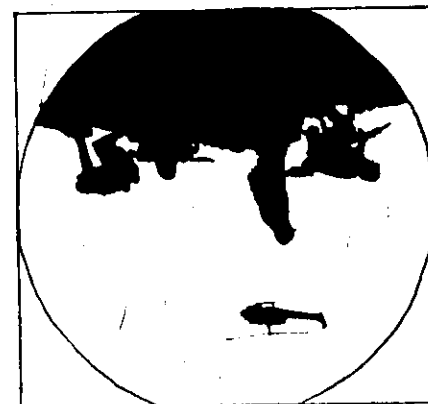
TI Basic - No Peripherals Needed



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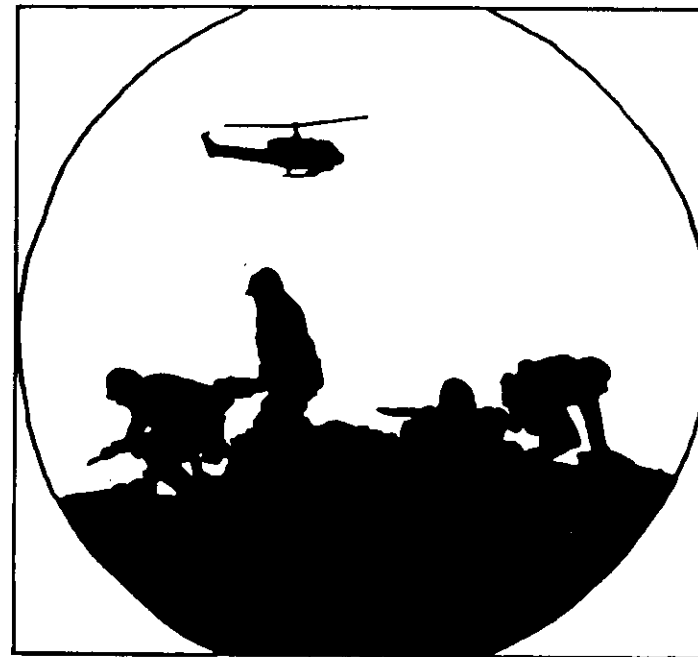
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NOTES

If you have difficulty locating coordinates on the screen it can be helpful to place a few defoliation markers at strategic points, noting their exact location.

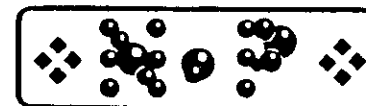


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INSTRUCTION MANUAL

TI BASIC - NO PERIPHERALS



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GAMES FOR // TI 99/4(A)

KHE SANH
Guerilla War in Viet Nam
by Not-Polyoptics

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KHE SANH is a game about guerilla warfare in South Vietnam during the Tet offensive in 1968. The battle of Khe Sanh was a turning point in the war, and epitomizes modern guerilla warfare. The elusive North Vietnamese and Viet Cong units, unencumbered by the need to defend military bases, could remain hidden in the jungle until the time to attack was right. The American forces, on the other hand, could only conduct an often futile search for the guerillas to preempt these destructive attacks. This lion-baiting game ended in 1972 when the American forces withdrew from the area.

In this game the player is given five platoons of soldiers and four helicopters to search for and destroy two companies of North Vietnamese regulars, controlled by the computer. The NVA are invisible at all times. To win, the player must accumulate more points than the enemy.

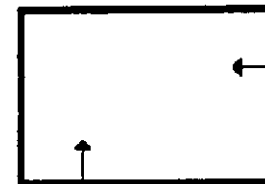
1. SETTING UP

a) The player is asked how many weeks he wants to play. One week produces a quick game in which the advantage is clearly American; however, the greater the number of weeks chosen, the greater the cumulative damage and the more the Vietnamese gain the upper hand. Five is the suggested number for a game with equal chances. Every week two new Vietnamese units begin at the edges of the screen - they are invisible and show themselves initially only by the damage they do.

b) The screen shows a mapboard with a military base, four roads leading to it, an air base, and a nearby Vietnamese village. It is divided into 768 equally sized squares in a 24 (vertical) by 32 (horizontal) matrix. All objects and movements are defined in terms of this grid. The American platoons are shown as the letters A through E. Helicopters don't appear until it is their turn to move (See Section 4 below). Each Vietnamese is randomly placed on one of the 4 edges of the board. During the course of the game each NVA unit travels

straight across to the other side of the screen, until it encounters an obstacle.

This illustration shows where the Vietnamese might be placed. They needn't start out on different sides. The Vietnamese move at a random pace based on the platoon movements of the Americans. Every time the American platoons move a random number of times (between eight and thirteen), both NVA advance one square toward the opposite side. If no key is pressed to either move an American unit or remain in place, then no Vietnamese units will move.



2. AMERICAN PLATOONS

a) The letter of the American unit whose turn it is to move appears in the lower left of the screen; that unit is ready to move. The units move sequentially, one at a time, and the only way to get to the turn of a particular unit is to go through those of the intervening units.

b) The A,B,C, etc. letters for the platoons stand for the standard military designations Alpha, Baker, Charlie, etc.

To move a platoon, press E for north, S for west, D for east, X for south, W for northwest, R for northeast, Z for southwest, or C for southeast. Press the space bar to stay in place (this counts as a move).

c) When a platoon moves on an NVA unit a machine gun sounds and that NVA unit is destroyed. The Americans receive 9 points.

d) Platoons aid in repairing destroyed road and air base sections.

3. CONVOYS

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a) Convoys supply needed provisions for the army base. They can come down any of the four roads leading to the base. If the road is clear, the convoy is successful and Americans get 6 points. If a part of the road is destroyed the convoy will wreck, giving 3 points to the NVA and making the road impossible to repair. Future convoys coming down this road can only be saved by posting a platoon over the destroyed square. Thus it is important to fix the roads as soon as possible (see 4e). If all four roads are destroyed, the balance of the game is definitely tipped in favor of the Vietnamese.

4. HELICOPTERS

a) Every once in a while the computer will beep and a helicopter will appear on the air base. This is the helicopters' turn - four helicopters appear at the air base, unless positions at the base have been destroyed, in which case the helicopter corresponding to that position will be skipped. The helicopters are used to destroy NVA units, to defoliate the jungle so that NVA may be spotted, and to repair the roads and the air base.

b) To move a helicopter, input the coordinates of the square where you want it to go. Do NOT press ENTER. The board is 24 spaces vertically and 32 horizontally. The player must input '0' before one digit coordinates; thus, input '0101' for the upper left corner, '0132' for the upper right corner.

c) If the coordinates correspond to an empty terrain square, it defoliates the jungle there (a '+' appears at the spot); if the square contains an object square, nothing happens and its turn ends.

d) If the helicopter has gone to a place where there are Vietnamese, there is a one-in-seven chance that it will be shot down. Otherwise, the enemy will be destroyed. The enemy receives 7 points for shooting down the helicopter; if the Vietnamese are destroyed the Americans receive 9 points.

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e) To repair the road or the air base requires a cooperation of American troops and helicopters. First, a platoon lands on an explosion marker, then moves away, leaving a space. Then a helicopter goes to the space and leaves a defoliation marker. The road or base is then repaired. (EXCEPTION: if a truck has crashed on an explosion marker or an empty space before the Americans have had time to repair the road, it leaves a wreckage marker. The only way to allow convoys to pass this point is to leave a platoon on the marker for the rest of the game.)

f) The purpose of the defoliation markers is to locate the enemy units. When a Vietnamese moves on to a defoliation marker, it disappears. Thus these markers must be placed strategically to give the Americans early warning of the Vietnamese locations.

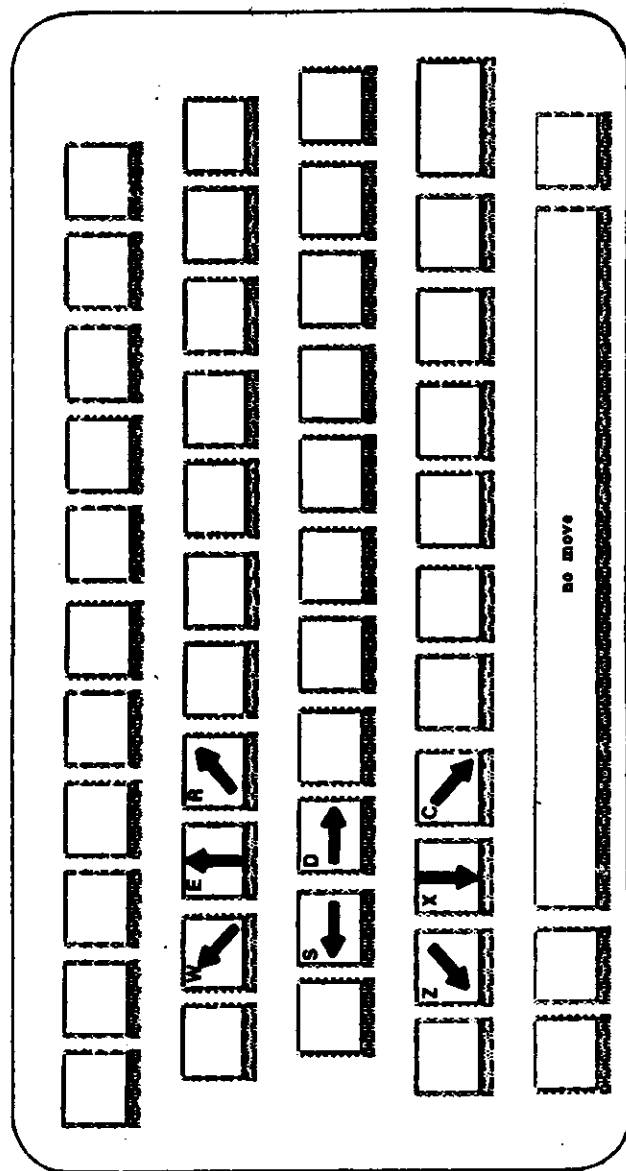
5. VIETNAMESE UNITS

a) Everything on the screen except defoliation markers and American platoons may be blown up by the Vietnamese. When the enemy encounters an object, it destroys one square of it, for which the Vietnamese receive 7 points, and jumps to a random place from zero to three spaces down, and from zero to three spaces to the left. The unit continues from its new location in a straight line parallel to its original course. If its new location is also an object, it will attack and jump again, until it reaches empty terrain. It is possible for a Vietnamese to jump off the screen - if it does, it is the same as if it completed its march; it will not be seen again.

b) When the Vietnamese move on to a space occupied by an American platoon, the machine gun sounds and the NVA unit is destroyed. The Americans receive 9 points.

c) Remember, since the Vietnamese are invisible and move at a random rate, they are sometimes diabolically unpredictable.

d) The week ends when both Vietnamese companies are destroyed, or both escape off the screen, or a combination of these situations. The Vietnamese receive 11 points each for completing their march across the screen.



Alpha Lock key must be down to play this game.

6. STRATEGY

a) It is important to spread the American units out as widely as possible, to cover the screen. Even if you have deduced the location of an enemy unit, you must have a platoon nearby to dispatch it before it does further damage. Also it is helpful to have units near all the roads for quick repair. Usually it is good to position the units on the squares you choose and then press the space bar to keep them there.

b) Since helicopters come into play at random intervals, widespread defoliation may not be practical in shorter games. Defoliating areas between vital necessities such as the air base and the nearby edges of the screen can give you the necessary forwarning to prevent disaster. The best pattern to lay down the defoliants is usually a diagonal one, covering greater numbers of horizontal and vertical lines. For longer games defoliating the areas at the edge of the screen gives earlier warning of the location of the enemy.

c) The longer the elapsed time since the previous convoy or helicopter turn, the more likely the next one. Thus, the best way to repair a road is to place a unit on the explosion marker until a convoy has gone (on any of the roads), then move the platoon off in hope of the next helicopter turn. Nothing is more frustrating than getting a helicopter turn while a unit is still positioned on the damaged square, since the road can not be repaired until the next helicopter turn.

d) If you have eliminated one of the Vietnamese units and discover the remaining one, station a unit on the the square where he will go off the screen or where he will do damage and spend the time before he hits that square repositioning your units. You may gain extra points from convoys and get more helicopter turns this way. If the helicopter turn comes, use it to expand your defoliation coverage.

e) Use logic to deduce the positions of the enemy. If the game has gone on for a long time, and you have seen no sign of them, this also implies certain things about their locations. There are a few enemy paths that go almost the width or height of the screen.

Khe Sanh

(Example: platoon A is on 0503)

